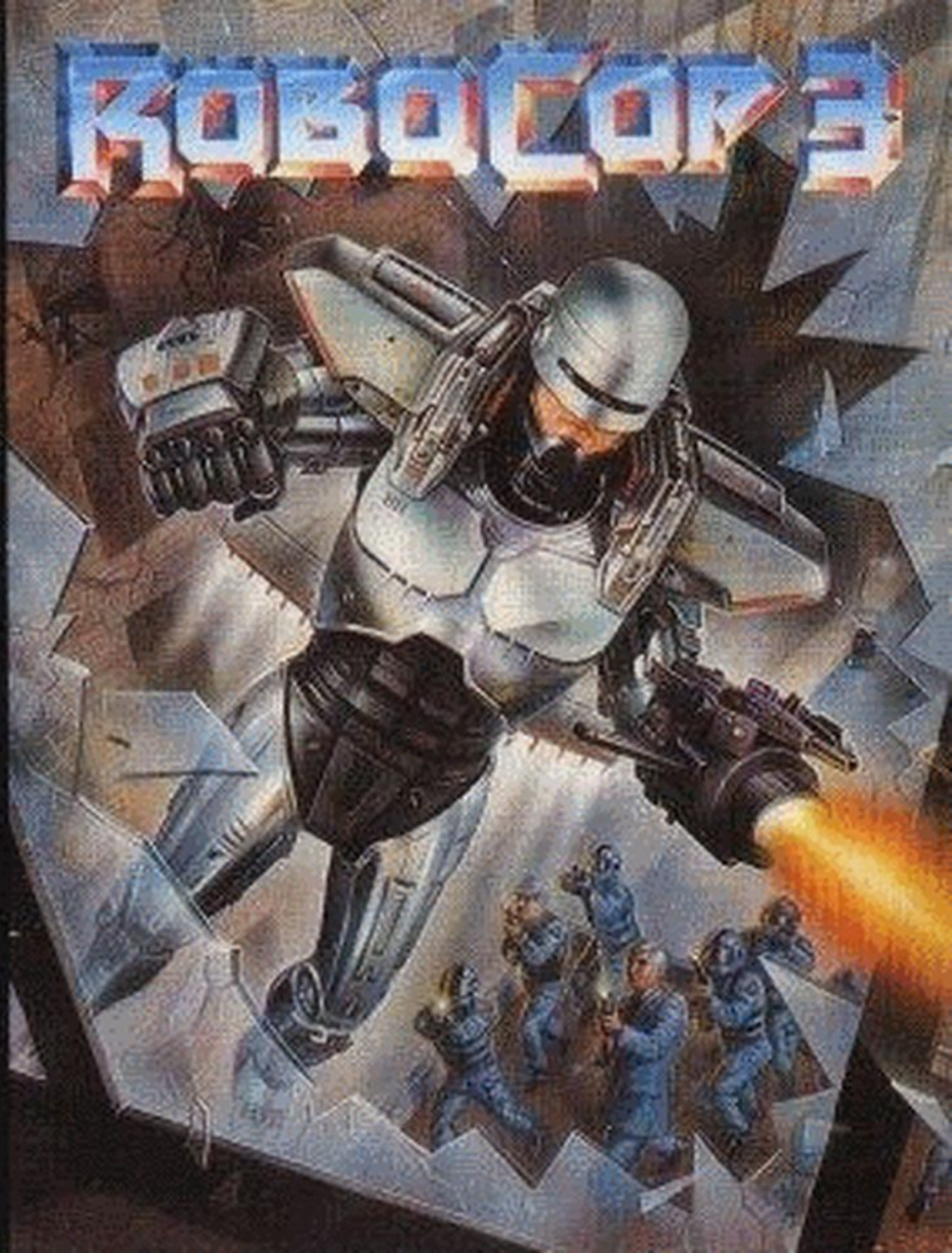
NES-R3-USA

Instruction Manual

ORION PICTURES CORPORATION

ocean



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Precautions

1) Be sure to turn off the power before inserting or removing Game Pak.
2) Avoid touching the connectors and do not get them wet.
3) Do not store or use the Game Pak in places of extreme temperature.
4) Do not clean the Game Pak with thinner, benzene, alcohol, or any other solvent.
5) Never hit or drop the Game Pak, and do not take it apart.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV– Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither Ocean of America, Inc. nor Nintendo of America Inc. will be liable for damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

ADVISORY: READ BEFORE USING YOUR NES– A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television picture or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

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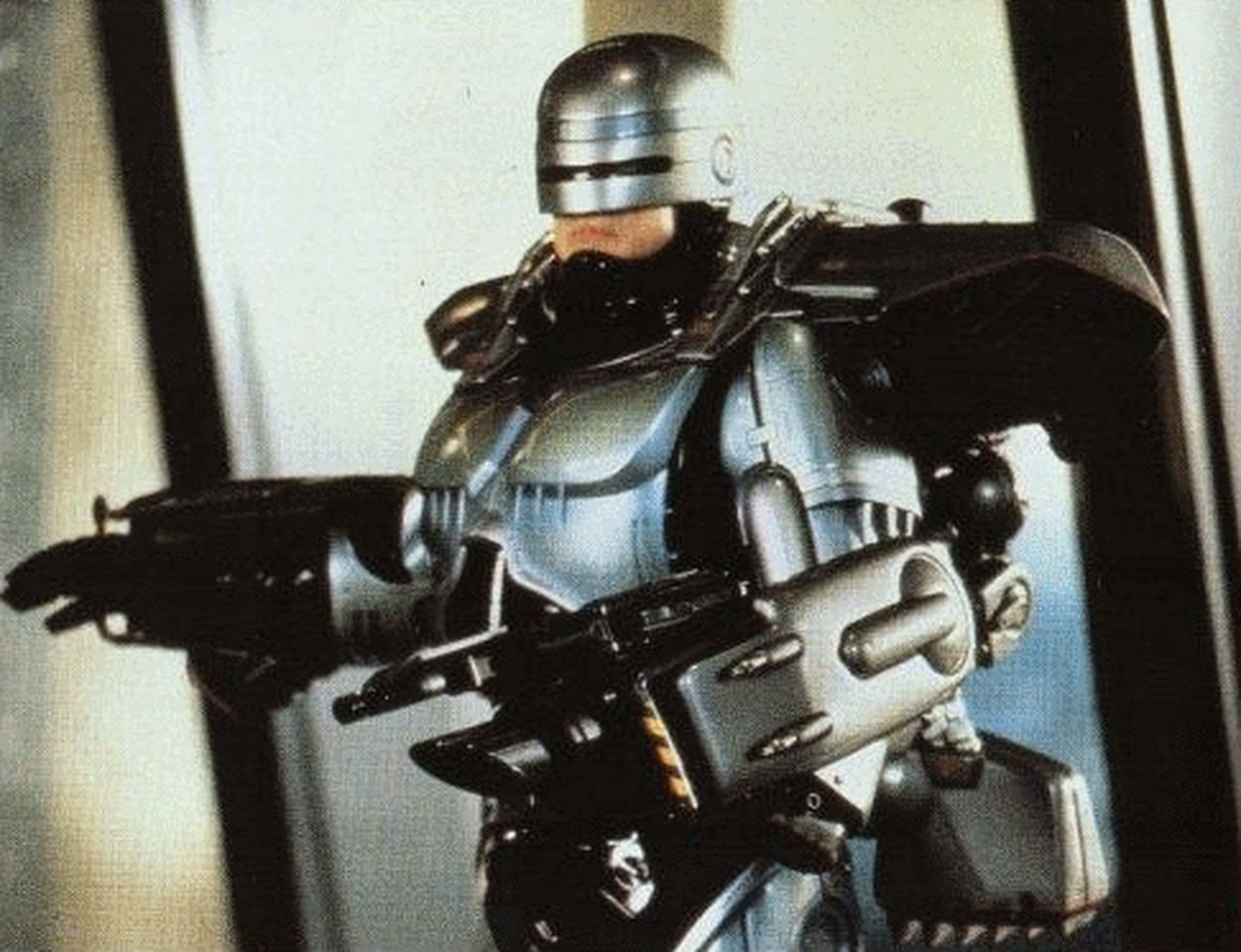
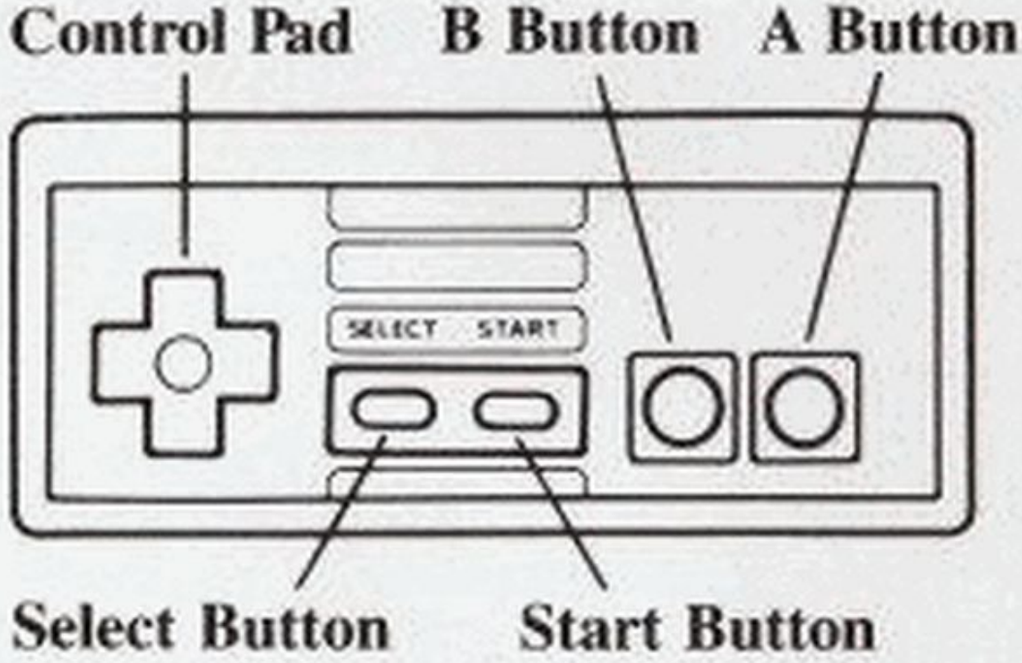


Goes Renegade!

OCP is sending in Rehab Officers to clear the streets of Old Detroit, making way for the construction of Delta City. When ROBOCOP sees helpless families forced out of their homes as the bulldozers move in, he joins the resistance movement to battle the Rehabs!

Armed with a new multi-weapon arm attachment containing a large-bore cannon and a smart bomb, plus a gyropack for airborne assault capability, ROBOCOP faces a battalion of ED-209's, tanks, heavy artillery and a new adversary, OTOMO. The odds seem impossible, but remember—you're ROBOCOP!

Your Controls



Start button: Press to start playing and to pause.

Select Button: Press to select a weapon.

Walking

Control Pad Left or Right: Move left or right.

Control Pad Up: Point gun up; turn into screen in front of doors and computer terminal.

Control Pad Down: Duck.

Button A: Fire your weapon.

Button A + Control Pad Down: Shoot diagonally down.

Button A + Control Pad Up: Shoot diagonally up.

Button B: Jump.

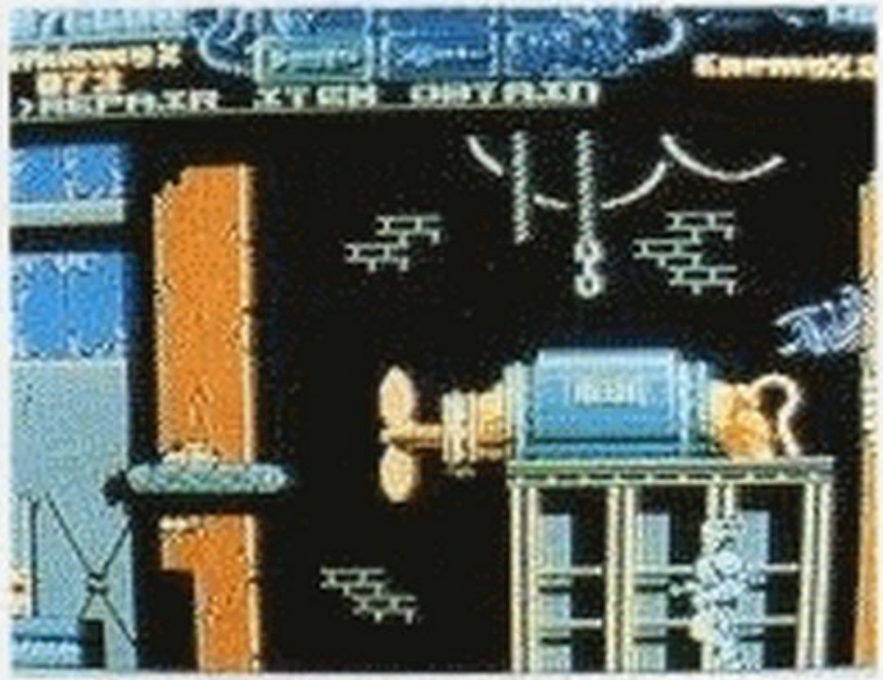
Flying

Control Pad Left or Right: Move left or right.

Button A: Fire your weapon.

Button B: Use the rocket to increase your altitude.

Status Display



ROBOCOP's status panel and score is displayed at the top of the screen. There is a message window which reveals valuable information.

The top row of icons in the status panel show which of the three types of ammunition ROBOCOP is using. The selected weapon is shown in green.

The bottom row of icons show which of the three types of projectile ROBOCOP is using.

ROBOCOP's efficiency (energy level) is shown, along with the potential enemy's strength.

Game Basics

ROBOCOP always has single shot firing and single missile firing capability.

Different types of weapons may be selected by picking up icons, but these can only be used a limited number of times.

ROBOCOP's energy level can be replenished by picking up energy pods along the way.

ROBOCOP may also pick up repair icons for use in the Repair Section to mend certain parts of his body.

Repair Section

During the game, ROBOCOP will accumulate damage to various parts of his body. These have a detrimental effect on his normal functions, such as walking for the Legs, firing for the Arms, jumping for the Body, and overall operation for the Head.

A warning will appear on the screen of any possible malfunctions that non-repair of a particular part of ROBOCOP's body may cause. You will also be warned if a malfunction actually occurs.

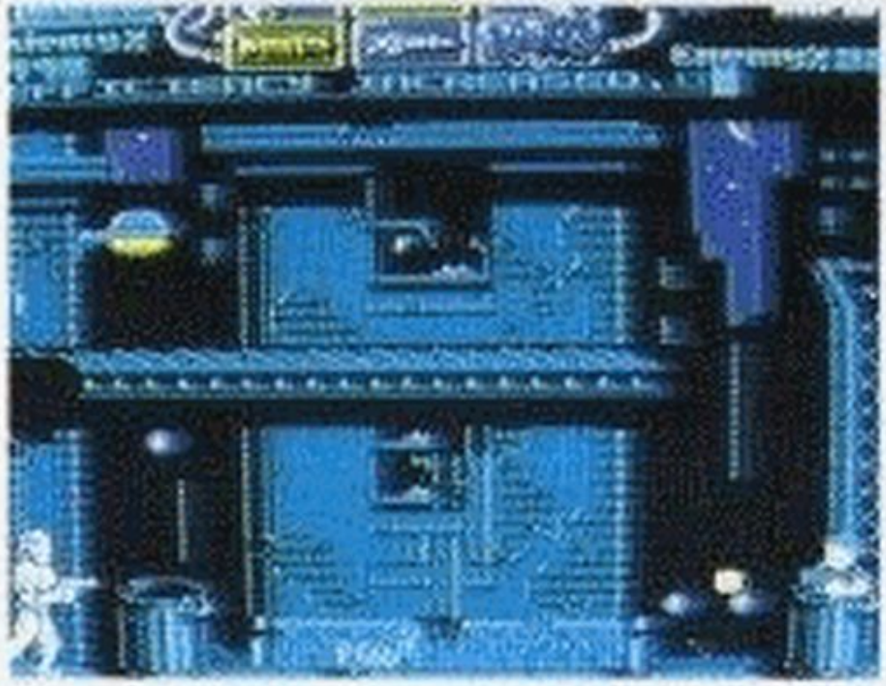
At the end of each level. ROBOCOP is given the option to enter the repair laboratory and mend certain parts of his body. The cursor initially appears on his body and can be moved to his Head, Legs, or Arms. Pressing Button A will add ten points to that area, which can be powered up as many times as you have tokens for.

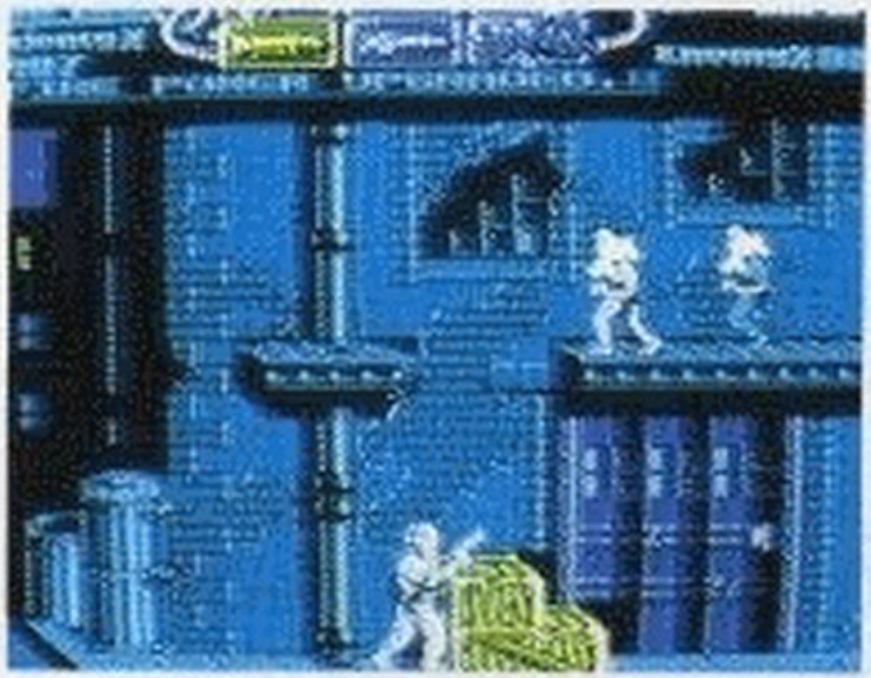
Be selective in your use of repair icons, as you have a limited amount, and they are quite rare.

Game Levels

Level One

ROBOCOP approaches Lewis and her colleagues after they have been attacked by the warped Splatterpunks and cornered behind a burning vehicle. They surround him, throwing broken bottles and shooting him as they appear from behind doors, out of windows and from inside trash cans.



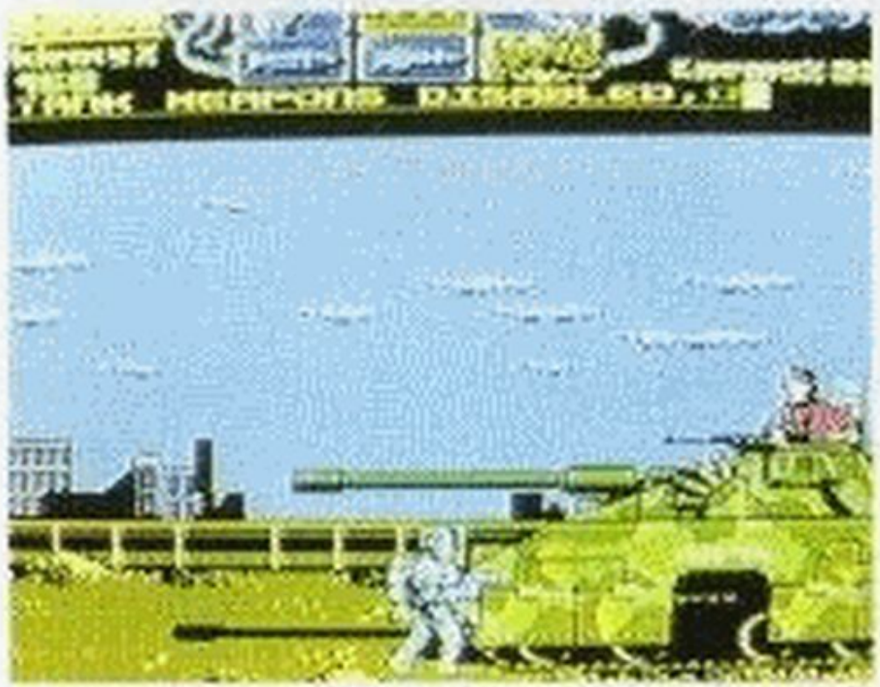


Level Two

ROBOCOP enters the derelict Rocket Motors factory and must negotiate baths of old paint stripper, rickety floors and grumbling conveyor belts as they operate after all the years of decay. Robocop then has to face his toughest adversary: Otomo, the highly adept Ninja.

Level Three

ROBOCOP dons a powerful jetpack and flies along the streets of Cadillac Heights, avoiding the shells from the heavily armored tank he has set out to destroy. Not only must he contend with the crumbling tenements and holes in the road, he is also being besieged by Rehabs and Splatterpunks, ganged together to vanquish their mechanical foe. Pick up the smart bomb – it will help him destroy the tank.



Level Four

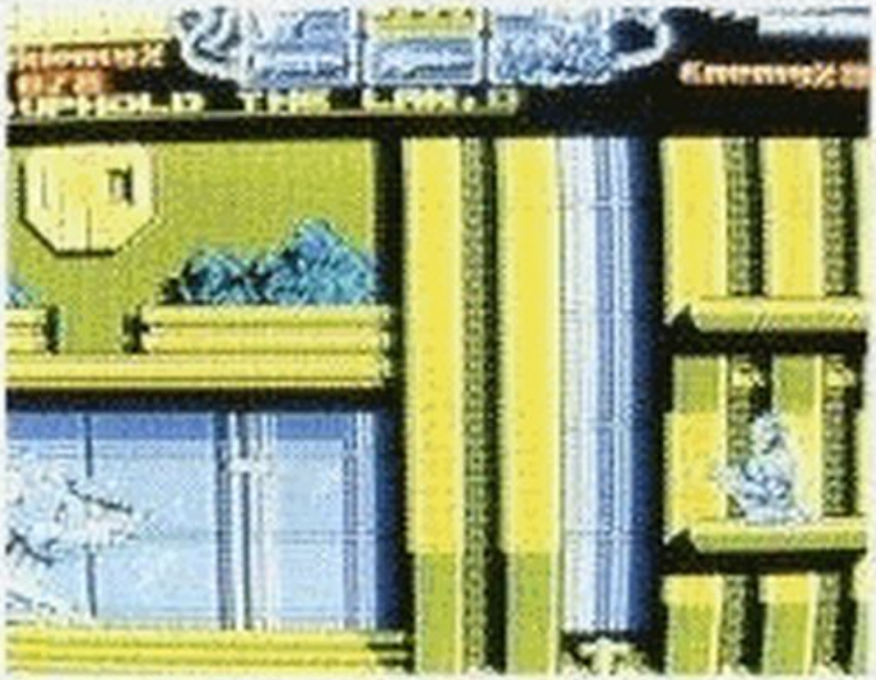
With the fuel in the jetpack now spent, ROBOCOP must walk back the way he has come to the OCP tower to rescue his friends Nikko and Marie Lazarus. He must avoid the same pitfalls he was able to fly over with such ease before... along with contact and proximity mines which have been scattered in his path by the Rehabs. ED-209 also lies in guard at the tower, waiting for his return.

Level Five

ROBOCOP has now made his way to the top of the OCP tower, where he is helping Nikko to break into the Kanemetsu computer. He must go to the terminal and face into the screen, and hold his access spike in place until the required digits appear on the big screens. ROBOCOP must overcome two deadly Robot Ninjas in order to complete his task.

Hints and Tips

- Duck while shooting enemies to avoid excessive damage.



- Use homing missiles where enemies are difficult to shoot with a gun.
- Remember that special weapons don't last forever; only use them when you need them.
- While in flight, ROBOCOP is subject to gravity, and he will fall out of the sky if thrust is not maintained.
- Don't overuse your thrusters, as your fuel supply is limited.

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

–Reorient the receiving antenna
–Relocate the NES with respect to the receiver
–Move the NES away from the receiver
–Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington DC 20402, Stock No. 004-000-00345-4.

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